

**ABSTRACT OF THE DISCLOSURE**

A game is disclosed, in which the players utilize multiple scientifically recognized human memory systems, primarily the short-term memory system, the semantic memory system, and the episodic memory system, in which the game has elements of competitive play and play without competition, typically by storytelling. The apparatus of the game consists of decks of cards or instructions, sometimes used with a board, while the game also includes any process which invokes or stimulates multiple memory systems when incorporated into any game apparatus.

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